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Volume 18, Issue 4, Nov. 2003 Page(s):1610 - 1630
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3. **Weather forecasting for the 1996 Olympics**
Treinish, L.A.; Christidis, Z.D.;
Computer Graphics and Applications, IEEE
Volume 16, Issue 4, July 1996 Page(s):10 - 13
Digital Object Identifier 10.1109/38.511846
AbstractPlus | References | Full Text: PDF(1436 KB) IEEE JNL
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4. **Fraunhofer Institute: building on a decade of computer graphics research**
Earnshaw, R.;
Computer Graphics and Applications, IEEE
Volume 18, Issue 2, March-April 1998 Page(s):10 - 16
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van Dam, A.; Forsberg, A.S.; Laidlaw, D.H.; LaViola, J.J., Jr.; Simpson, R.M.;
Computer Graphics and Applications, IEEE
Volume 20, Issue 6, Nov.-Dec. 2000 Page(s):26 - 52
Digital Object Identifier 10.1109/38.888006
AbstractPlus | References | Full Text: PDF(2196 KB) IEEE JNL
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6. **Massively multiplayer online game (MMOG) - a proposed approach for military application**
Tay, V.;
Cyberworlds, 2005. International Conference on
23-25 Nov. 2005 Page(s):5 pp.
Digital Object Identifier 10.1109/CW.2005.61
AbstractPlus | Full Text: PDF(184 KB) IEEE CNF
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7. **Usability study of the virtual test bed and distributed simulation**
Dawson, J.W.; Ping Chen; Yanshen Zhu;
Winter Simulation Conference, 2005 Proceedings of the
4-7 Dec. 2005 Page(s):8 pp.
Digital Object Identifier 10.1109/WSC.2005.1574390
AbstractPlus | Full Text: PDF(252 KB) IEEE CNF
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8. **Table of Contents**
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16 Apr 2004 Page(s):v - xxii
Full Text: PDF(423 KB) IEEE CNF
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9. **Study and implementation on parallel processing algorithm for DEPS**
Lingfeng Zhu; Yun Shao; Xiangtao Fan; Huadong Guo;
Geoscience and Remote Sensing Symposium, 2003. IGARSS '03. Proceedings. 2003 IEEE Interna
Volume 6, 21-25 July 2003 Page(s):3931 - 3933 vol.6
Digital Object Identifier 10.1109/IGARSS.2003.1295318
AbstractPlus | Full Text: PDF(1317 KB) IEEE CNF
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10. **Technological incrementalism vs. escalating consumer expectations: a history lesson?**
Gleason, J.M.; Ault, J.T., III;
Engineering and Technology Management, 1998. Pioneering New Technologies: Management Issu
the Third Millennium. IEMC '98 Proceedings. International Conference on
11-13 Oct. 1998 Page(s):513 - 518
Digital Object Identifier 10.1109/IEMC.1998.727815
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11. **IEEE standard for information technology - protocols for distributed interactive simulations information and interaction**
IEEE Std 1278-1993
12 May 1993
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1 Querying and web: Efficient query processing in geographic web search engines
Yen-Yu Chen, Torsten Suel, Alexander Markowetz
June 2006 **Proceedings of the 2006 ACM SIGMOD international conference on Management of data SIGMOD '06**
Publisher: ACM Press
Full text available: pdf(296.76 KB) Additional Information: full citation, abstract, references

Geographic web search engines allow users to constrain and order search results in an intuitive manner by focusing a query on a particular geographic region. Geographic search technology, also called *local search*, has recently received significant interest from major search engine companies. Academic research in this area has focused primarily on techniques for extracting geographic knowledge from the web. In this paper, we study the problem of efficient query processing in scalable geogr ...

2 Advances in spatial and image-based information systems (ASIIS): An open source and web based framework for geographic and multidimensional processing
Joel da Silva, Valéria C. Times, Ana Carolina Salgado
April 2006 **Proceedings of the 2006 ACM symposium on Applied computing SAC '06**
Publisher: ACM Press
Full text available: pdf(126.51 KB) Additional Information: full citation, abstract, references

The development of Business Intelligence (BI) systems has been the destination of high investments made by several enterprises. The motivation is because an efficient decision support environment brings them several business world advantages, mainly if it provides integrated functionalities for the geographical and/or multidimensional processing. The intended goal is to provide users with a system capable of processing both geographic and multidimensional data in a seamless way, by abstracting t ...

Keywords: OLAP and GIS integration, geographic and multidimensional processing, geographical data warehouse (GDW)

3 Search engine engineering: Geographically focused collaborative crawling
Weizheng Gao, Hyun Chul Lee, Yingbo Miao
May 2006 **Proceedings of the 15th international conference on World Wide Web WWW '06**
Publisher: ACM Press

Full text available: pdf(243.38 KB) Additional Information: full citation, abstract, references, index terms

A collaborative crawler is a group of crawling nodes, in which each crawling node is responsible for a specific portion of the web. We study the problem of collecting geographi-cally-aware pages using collaborative crawling strategies. We first propose several collaborative crawling strategies for the geographically focused crawling, whose goal is to collect web pages about specified geographic locations, by considering features like URL address of page, content of page, extended anchor text of ...

Keywords: collaborative crawling, geographic entities, geographically focused crawling

4 Toward improved geographic information services within a digital government: report of the NSF digital government initiative geographic information systems workshop

Louis Hecht, Barbara Kucera

May 2000 **Proceedings of the 2000 annual national conference on Digital government research dg.o '00**

Publisher: Digital Government Research Center

Full text available: pdf(531.35 KB) Additional Information: full citation, abstract

This material is based upon work supported in part by the National Science Foundation under Grant No. EIA-9818131. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the authors and do not necessarily reflect the views of the National Science Foundation.

5 New approaches in GIR: Geographical partition for distributed web crawling

José Exposto, Joaquim Macedo, António Pina, Albano Alves, José Rufino

November 2005 **Proceedings of the 2005 workshop on Geographic information retrieval GIR '05**

Publisher: ACM Press

Full text available: pdf(197.41 KB) Additional Information: full citation, abstract, references, index terms

This paper evaluates scalable distributed crawling by means of the geographical partition of the Web. The approach is based on the existence of multiple distributed crawlers each one responsible for the pages belonging to one or more previously identified geographical zones. The work considers a distributed crawler where the assignment of pages to visit is based on page content geographical scope. For the initial assignment of a page to a partition we use a simple heuristic that marks a page wit ...

Keywords: parallel crawling, web mining, web partitioning

6 Components of GIR: Detecting geographic locations from web resources

Chuang Wang, Xing Xie, Lee Wang, Yansheng Lu, Wei-Ying Ma

November 2005 **Proceedings of the 2005 workshop on Geographic information retrieval GIR '05**

Publisher: ACM Press

Full text available: pdf(508.04 KB) Additional Information: full citation, abstract, references, index terms

The rapid pervasion of the web into users' daily lives has put much importance on capturing location-specific information on the web, due to the fact that most human activities occur locally around where a user is located. This is especially true in the increasingly popular mobile and local search environments. Thus, how to correctly and effectively detect geographic locations from web resources has become a key challenge to location-based web applications. In our previous work, we proposed to e ...

Keywords: content location, dominant location, location-based web application, provider location, serving location, web location

7 ATLAS: A geographic database system data structure and language design for geographic information

Tateyuki Tsurutani, Yutaka Kasahara, Masaru Naniwada

July 1980 **ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques SIGGRAPH '80**, Volume 14 Issue 3

Publisher: ACM Press

Full text available: pdf(410.86 KB) Additional Information: full citation, abstract, references, citings, index terms

The design concepts and languages of a geographic information system ATLAS (Administration and Total Landuse Analysis Support system) are proposed. The database structure is designed based on the geographic information structure concepts which contain semantic structure, topological structure and location structure. For a flexible user interface, the system provides ...

Keywords: Cartography, Database, Geographic information structure, Geographic information system, Graphic language, Regional analysis, Regional planning, Thematic map

8 An investigation of geographic mapping techniques for internet hosts

Venkata N. Padmanabhan, Lakshminarayanan Subramanian

August 2001 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '01**, Volume 31 Issue 4

Publisher: ACM Press

Full text available: pdf(319.78 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we ask whether it is possible to build an IP address to geographic location mapping service for Internet hosts. Such a service would enable a large and interesting class of location-aware applications. This is a challenging problem because an IP address does not inherently contain an indication of location.We present and evaluate three distinct techniques, collectively referred to as *IP2Geo*, for determining the geographic location of Internet hosts. The first technique, ...

9 Educational aspects of digital libraries: How geography professors select materials for classroom lectures: implications for the design of digital libraries

Christine L. Borgman, Gregory H. Leazer, Anne Gilliland-Swetland, Kelli Millwood, Leslie Champeny, Jason Finley, Laura J. Smart

June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries**

Publisher: ACM Press

Full text available: pdf(231.32 KB) Additional Information: full citation, abstract, references, index terms

A goal of the Alexandria Digital Earth Prototype (ADEPT) project is to make primary resources in geography useful for undergraduate instruction in ways that will promote inquiry learning. The ADEPT education and evaluation team interviewed professors about their use of geography information as they prepare for class lectures, as compared to their research activities. We found that professors desired the ability to search by concept (erosion, continental drift, etc) as well as geographic locatio ...

Keywords: digital libraries, digital library design, educational aspects of digital libraries, geography, information seeking behavior, user analysis

10 Reports from related meetings: Discovering geographic knowledge in data rich environments: a report on a specialist meeting

Harvey J. Miller, Jiawei Han
January 2000 **ACM SIGKDD Explorations Newsletter**, Volume 1 Issue 2
Publisher: ACM Press
Full text available: pdf(320.50 KB) Additional Information: full citation, abstract

On 18--20 March 1999, a Specialist Meeting on "Discovering geographic knowledge in data-rich environments" was convened under the auspices of the Varenius Project of the National Center for Geographic Information and Analysis (NCGIA). This, workshop brought together a diverse group of researchers and practitioners with interests in developing and applying new techniques for exploring large and diverse geographic datasets. The interaction prior to, during and after the three-day workshop resulted ...

Keywords: geographic data mining, geographic information systems, geographic research, spatio-temporal data mining

11 Geographic Data Modeling: Requirements and research issues in geographic data modeling

Anders Friis-Christensen, Nectaria Tryfona, Christian S. Jensen
November 2001 **Proceedings of the 9th ACM international symposium on Advances in geographic information systems**
Publisher: ACM Press
Full text available: pdf(1.18 MB) Additional Information: full citation, abstract, references, index terms

It is well-documented in the literature that geographic data have special characteristics that make the use of extensions to standard modeling languages and techniques, such as the Unified Modeling Language, attractive. Based on a real-world application from the Danish National Survey and Cadastre, this paper presents requirements to geographic data modeling notations. Existing notations are then evaluated against the requirements, and a case study is carried out. The result is an identification ...

Keywords: GIS, conceptual data modeling, geographic data, requirements analysis

12 Geographic Data Processing

George Nagy, Sharad Wagle
June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2
Publisher: ACM Press
Full text available: pdf(4.20 MB) Additional Information: full citation, references, citings, index terms

13 Specifying analysis patterns for geographic databases on the basis of a conceptual framework

Jugurta Lisboa Filho, Cirano Iochpe
November 1999 **Proceedings of the 7th ACM international symposium on Advances in geographic information systems**
Publisher: ACM Press
Full text available: pdf(117.23 KB) Additional Information: full citation, references, citings, index terms

Keywords: analysis pattern, conceptual design, geographic databases

14 Ontology-driven geographic information systems

Frederico T. Fonseca, Max J. Egenhofer
November 1999 **Proceedings of the 7th ACM international symposium on Advances in geographic information systems**
Publisher: ACM Press
Full text available: pdf(67.03 KB) Additional Information: full citation, references, citings, index terms

Keywords: GIS architecture, interoperability, object orientation, ontology

15 A method of geographical name extraction from Japanese text for thematic geographical search

Yasusi Kanada
November 1999 **Proceedings of the eighth international conference on Information and knowledge management**
Publisher: ACM Press
Full text available: pdf(1.28 MB) Additional Information: full citation, abstract, references, index terms

A text retrieval method called the thematic geographical search method has been developed and applied to a Japanese encyclopedia called the World Encyclopædia. In this method, the user specifies a search theme using free words, then obtains a sorted list of excerpts and hyperlinks to encyclopedia sentences that contain geographical names. Using this list, the user can also open maps that indicate the locations of the names. To generate an index of names for this searching, a method of ...

16 GPS-based geographic addressing, routing, and resource discovery

Tomasz Imieliński, Julio C. Navas
April 1999 **Communications of the ACM**, Volume 42 Issue 4
Publisher: ACM Press
Full text available: pdf(329.24 KB) html(32.72 KB) Additional Information: full citation, references, citings, index terms, review

17 GeoCast—geographic addressing and routing

Julio C. Navas, Tomasz Imielinski
September 1997 **Proceedings of the 3rd annual ACM/IEEE international conference on Mobile computing and networking**
Publisher: ACM Press
Full text available: pdf(1.68 MB) Additional Information: full citation, references, citings, index terms

18 Designing and integrating user interfaces of geographic database applications

Agnès Voisard
June 1994 **Proceedings of the workshop on Advanced visual interfaces**
Publisher: ACM Press
Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, index terms

In this paper, we investigate the problem of designing graphical geographic database user interfaces (GDUIs) and of integrating them into a database management system (DBMS). Geographic applications may vary widely but they all have common aspects due to the

spatial component of their data: Geographic data are not standard and they require appropriate tools for (i) editing them (i.e., display and modify) and (ii) querying them. The conceptual problems encou ...

19 Towards the design and development of a new architecture for Geographic Information Systems

Niki Pissinou, Kia Makki, E. K. Park

December 1993 **Proceedings of the second international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: pdf(805.56 KB) Additional Information: full citation, references, index terms

20 What's special about spatial?: database requirements for vehicle navigation in geographic space

Max J. Egenhofer

June 1993 **ACM SIGMOD Record , Proceedings of the 1993 ACM SIGMOD international conference on Management of data SIGMOD '93**, Volume 22 Issue 2

Publisher: ACM Press

Full text available: pdf(584.34 KB) Additional Information: full citation, abstract, references, citings, index terms

Geographic databases are becoming a popular subject for research projects. It is acknowledged that database requirements for such applications as Geographic Information Systems (GISs), computer cartography, remote-sensing image databases, and emergency routing/dispatching are distinct from those for traditional database applications; however, the specific database needs due to the properties of geographic data are frequently overlooked. Here, we describe a specific problem domain, a

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1 A traffic characterization of popular on-line games
Wu-chang Feng, Francis Chang, Wu-chi Feng, Jonathan Walpole
June 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 3
Publisher: ACM Press
Full text available: pdf(1.42 MB) Additional Information: full citation, abstract, references, index terms

This paper describes the results of the first comprehensive analysis of a range of popular on-line, multiplayer, game servers. The results show that the traffic behavior of these servers is highly predictable and can be attributed to the fact that current game designs target the saturation of the narrowest, last-mile link. Specifically, in order to maximize the interactivity of the game itself and to provide relatively uniform experiences between players playing over different network speeds, on ...

Keywords: communication system traffic, games, measurement, network servers, networks

2 The video game [R]evolution
Sarah Elizabeth Burcham
November 1996 **Crossroads**, Volume 3 Issue 2
Publisher: ACM Press
Full text available: html(30.86 KB) Additional Information: full citation, index terms

3 Games: Extending cyberspace: location based games using cellular phones
Omer Rashid, Ian Mullins, Paul Coulton, Reuben Edwards
January 2006 **Computers in Entertainment (CIE)**, Volume 4 Issue 1
Publisher: ACM Press
Full text available: pdf(697.71 KB) Additional Information: full citation, abstract, references, index terms

In the current market many game developers and publishers treat the cellular phone as just another platform to which they can port a console game; they ignore the exciting new possibilities cellular phones provide via their inherent ability to maintain connectivity while on the move. One possibility is to extend the virtual world of traditional video games through location-based information, which allows users to play games that incorporate knowledge of their physical location and landscape, and ...

Keywords: cellular phones, location-based games, location-sensing

4 What makes things fun to learn? heuristics for designing instructional computer games
Thomas W. Malone
September 1980 **Proceedings of the 3rd ACM SIGSMALL symposium and the first SIGPC symposium on Small systems**
Publisher: ACM Press
Full text available: pdf(665.94 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, I will describe my intuitions about what makes computer games fun. More detailed descriptions of the experiments and the theory on which this paper is based are given by Malone (1980a, 1980b). My primary goal here is to provide a set of heuristics or guidelines for designers of instructional computer games. I have articulated and organized common sense principles to spark the creativity of instructional designers (see Banet, 1979, for an unstructured list of similar principle ...

5 Engaging girls with computers through software games
Cecilia M. Gorriz, Claudia Medina
January 2000 **Communications of the ACM**, Volume 43 Issue 1
Publisher: ACM Press
Full text available: pdf(626.77 KB) html(28.39 KB) Additional Information: full citation, references, citings, index terms, review

6 How the virtual inspires the real: Computer games and scientific visualization
Theresa-Marie Rhyne
July 2002 **Communications of the ACM**, Volume 45 Issue 7
Publisher: ACM Press
Full text available: pdf(312.06 KB) html(22.46 KB) Additional Information: full citation, abstract, references, index terms

How should scientists approach the innovations in visualization-rendering systems increasingly derived from computer game tools, interfaces, navigation techniques, and plot lines?

7 Computers in non-school settings: implications for education
James A. Levin
July 1982 **ACM SIGCUE Outlook**, Volume 16 Issue 1
Publisher: ACM Press
Full text available: pdf(1.29 MB) Additional Information: full citation, abstract, references

The development and spread of inexpensive microcomputers is posing major challenges for the current educational system, challenges based to a large extent on grassroots developments. While the potential for intensive use of computers has existed for a long time, the high price of computers and the continuing expense of maintaining communication with a remote central facility proved prohibitive in many cases, and almost always required some benefactor to support the project.

8 Reception and posters: A geographic redirection service for on-line games
Chris Chambers, Wu-chi Feng, Wu-chang Feng, Debanjan Saha
November 2003 **Proceedings of the eleventh ACM international conference on**

Multimedia
Publisher: ACM Press
Full text available: pdf(370.67 KB) Additional Information: full citation, abstract, references, index terms

For many on-line games, user experience is impacted significantly by network latency. As on-line games and on-line game servers proliferate, the ability to discover and connect to nearby servers is essential for maintaining user satisfaction. In this paper, we present a redirection service for on-line games based on the geographic location of players relative to servers. As our results show, the service better meets client demand, saving each client and the Internet as a whole, thousands of mile ...

9 Wireless game and game story: Contextual information access and storytelling in mixed reality using hypermedia
Luis Romero, JORGE SANTIAGO, NUNO CORREIA
July 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 3
Publisher: ACM Press
Full text available: pdf(480.08 KB) Additional Information: full citation, abstract, references, index terms

This article describes gaming and storytelling activities in a mixed environment that integrates the real and virtual worlds, uses an augmented reality paradigm, and is supported by a structuring and presentation framework for use in context-aware mixed-reality applications. The basis of the framework is a generic hypermedia model that can handle different media elements, objects, and relations between spaces and locations in physical and virtual worlds. A main component of the model deals wi ...

Keywords: hypermedia interfaces, hypermedia model, mixed and augmented reality, mobile gaming and storytelling

10 Real-time interactive graphics in computer gaming
Scott S. Fisher, Glen Fraser, Amy Jo Kim
May 1998 **ACM SIGGRAPH Computer Graphics**, Volume 32 Issue 2
Publisher: ACM Press
Full text available: pdf(1.56 MB) Additional Information: full citation, index terms

11 The computer as coach: As athletic paradigm for intellectual education
Ira Goldstein, Brian Carr
January 1977 **Proceedings of the 1977 annual conference**
Publisher: ACM Press
Full text available: pdf(510.77 KB) Additional Information: full citation, abstract, references, index terms

Over the next five years, computer games will find their way into many homes, creating a unique educational opportunity: the development of "computer coaches" for the serious intellectual skills required by some of these games. From the player's perspective, the coach will provide advice regarding strategy and tactics for better play. But, from the perspective of the coach, the request for help is an opportunity to tutor basic mathematical, scientific or other kinds of knowledge ...

12 Games: Agents-based modeling for a peer-to-peer MMOG architecture
Abdennour El Rhalibi, Madjid Merabti
April 2005 **Computers in Entertainment (CIE)**, Volume 3 Issue 2
Publisher: ACM Press
Full text available: pdf(549.53 KB) Additional Information: full citation, abstract, references, index terms

Massively Multiplayer Online Games (MMOGs) are becoming a very important part of computer entertainment business. With the recent development of broadband technologies, the increase in the number of players is putting a strong pressure on this type of application. Commonly used clients/server systems don't cope well with scalability, limiting the number of players who can interact with each other, are not robust enough, and might be subject to bottlenecks due to their centralized infrastructure. ...

Keywords: JXTA, MMOG, distributed applications, network communications, network topology, online gaming, peerto-peer architecture, protocol

13 Section 05: home and neighbourhood: Of maps and guidebooks: designing geographical technologies

Barry Brown, Mark Perry

June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Publisher: ACM Press

Full text available: pdf(56.83 KB) Additional Information: full citation, abstract, references, citings, index terms

Researchers and designers are increasingly making use of geographic location in designing context-aware computer systems. However, there has been little conceptual work on how geography interacts with technology. In this paper, we use the concepts of "place and space" to explore how technologies are used geographically and how they impact on, and are used in, the physical environment. Fieldwork with tourists using maps and guidebooks shows how technology brings space and place together in activi ...

Keywords: context-aware computing, ethnography, geography, place and space, user studies

14 Visualizing geospatial data

Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(14.01 MB) Additional Information: full citation, abstract

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

15 Wireless game and game story: "Fancy a Schmink?": a novel networked game in a cafe

Josephine Reid, Jenny Hyams, Kate Shaw, Mathew Lipson

July 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 3

Publisher: ACM Press

Full text available: pdf(624.16 KB) Additional Information: full citation, abstract, references, index terms

In this article we describe a week-long public field trial called Schminky. On the basis of findings from the trial we consider the design implications for spontaneous, networked, sound-based games. The venue for the trial was a cafe in a digital media center. The article reflects on the role of place and the notion of embedded histories.

Keywords: entertainment, hand-held devices, mobile and wireless games

16 Computer graphics education directory

Steve Cunningham
November 1985 **ACM SIGGRAPH Computer Graphics**, Volume 19 Issue 4
Publisher: ACM Press
Full text available: pdf(1.89 MB) Additional Information: full citation, abstract

This is SIGGRAPH's second directory of college-level computer graphics education, covering courses in computer graphics in a broad spectrum of disciplines. This directory is a single source of computer graphics course information. If you are a student entering college or considering a change of studies, a professional considering broadening your skills, or an educator seeking broader contacts in graphics among your peers, this directory is designed for you.The directory was compiled from the fir ...

17 Geographic Data Processing

George Nagy, Sharad Wagle
June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2
Publisher: ACM Press
Full text available: pdf(4.20 MB) Additional Information: full citation, references, citings, index terms

18 Games: Peekaboom: a game for locating objects in images

Luis von Ahn, Ruoran Liu, Manuel Blum
April 2006 **Proceedings of the SIGCHI conference on Human Factors in computing systems CHI '06**
Publisher: ACM Press
Full text available: pdf(657.80 KB) Additional Information: full citation, abstract, references, index terms

We introduce Peekaboom, an entertaining web-based game that can help computers locate objects in images. People play the game because of its entertainment value, and as a side effect of them playing, we collect valuable image metadata, such as which pixels belong to which object in the image. The collected data could be applied towards constructing more accurate computer vision algorithms, which require massive amounts of training and testing data not currently available. Peekaboom has been play ...

Keywords: computer vision, distributed knowledge acquisition, object recognition, object segmentation, web-based games

19 Game strategy and collusion in an oligopolistic market

Joel Shechter
August 1969 **Proceedings of the 1969 24th national conference**
Publisher: ACM Press
Full text available: pdf(655.24 KB) Additional Information: full citation, abstract, references, index terms

This paper provides a possible solution to the following problem: Can basic game strategy be applied in an oligopolistic market, where two individuals or firms, in collusion, divide a market area in which they have historically been competing? The competitors are brought together by the desire to eliminate ruinous price competition and by the need to determine a price leader as an integral part of the process of market division. A possible solution to this problem is ...

20 Theories: Towards digital narrative for children: from education to entertainment, a historical perspective

Krystina Madej

October 2003 **Computers in Entertainment (CIE)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(283.05 KB) Additional Information: full citation, abstract, index terms

Narrative is central to human experience, and a key way that experience is made meaningful. Education and entertainment have both played a significant part in the evolution of children's narrative. In its liminal state during the 1500s, children's print narrative was primarily educational. Locke's theories of education in the 1700s encouraged "children playing and doing as children," and narrative slowly moved towards being entertaining as well as educational. Not until the 1800s, with the stori ...

Keywords: History of children's literature, digital narrative, education, education, entertainment, and meaning in children's literature, entertainment

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Spyros Makridakis
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☐ 1. Document ID: US 20050187741 A1

L2: Entry 1 of 2 File: PGPB Aug 25, 2005

PGPUB-DOCUMENT-NUMBER: 20050187741
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050187741 A1

TITLE: Development tool for defining attributes within a multi-dimensional space

PUBLICATION-DATE: August 25, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Gilbert, Michael Travis	Snohomish	WA	US

US-CL-CURRENT: 703/2

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 2. Document ID: US 20050114102 A1

L2: Entry 2 of 2 File: PGPB May 26, 2005

PGPUB-DOCUMENT-NUMBER: 20050114102
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050114102 A1

TITLE: Weather profiles

PUBLICATION-DATE: May 26, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Gilbert, Michael Travis	Snohomish	WA	US
Wang, Niniane	Santa Clara	CA	US

US-CL-CURRENT: 703/2

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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☐ 1. Document ID: US 20050187741 A1

L4: Entry 1 of 6 File: PGPB Aug 25, 2005

PGPUB-DOCUMENT-NUMBER: 20050187741
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050187741 A1

TITLE: Development tool for defining attributes within a multi-dimensional space

PUBLICATION-DATE: August 25, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Gilbert, Michael Travis	Snohomish	WA	US

US-CL-CURRENT: 703/2

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 2. Document ID: US 20050114102 A1

L4: Entry 2 of 6 File: PGPB May 26, 2005

PGPUB-DOCUMENT-NUMBER: 20050114102
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050114102 A1

TITLE: Weather profiles

PUBLICATION-DATE: May 26, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Gilbert, Michael Travis	Snohomish	WA	US
Wang, Niniane	Santa Clara	CA	US

US-CL-CURRENT: 703/2

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 3. Document ID: US 5412901 A

L4: Entry 3 of 6 File: USPT May 9, 1995

US-PAT-NO: 5412901
DOCUMENT-IDENTIFIER: US 5412901 A
**** See image for Certificate of Correction ****

TITLE: Flexible body fishing lure

DATE-ISSUED: May 9, 1995

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Matinez; Gilbert S.	Toledo	OH	43612	

US-CL-CURRENT: 43/42.22; 43/42.19, 43/42.36

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 4. Document ID: US 5112692 A

L4: Entry 4 of 6 File: USPT May 12, 1992

US-PAT-NO: 5112692
DOCUMENT-IDENTIFIER: US 5112692 A
**** See image for Certificate of Correction ****

TITLE: Polyvinylidene fluoride composite and method

DATE-ISSUED: May 12, 1992

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Strassel; Albert	Oullins			FR
Duperray; Gilbert	Civrieux d'Azergues par Lauzanne			FR

US-CL-CURRENT: 428/421; 156/244.11, 428/424.6, 428/476.3, 428/476.9

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 5. Document ID: US 4869014 A

L4: Entry 5 of 6 File: USPT Sep 26, 1989

US-PAT-NO: 4869014
DOCUMENT-IDENTIFIER: US 4869014 A

TITLE: Adjustable bait-receiving fishing lure

DATE-ISSUED: September 26, 1989

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Francklyn; Gilbert W.	Poulsbo	WA		

US-CL-CURRENT: 43/44.6; 43/42.47, 43/42.49

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 6. Document ID: US 4791751 A

L4: Entry 6 of 6 File: USPT Dec 20, 1988

US-PAT-NO: 4791751
DOCUMENT-IDENTIFIER: US 4791751 A

TITLE: Adjustable bait-receiving fishing lure

DATE-ISSUED: December 20, 1988

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Francklyn; Gilbert W.	Poulsbo	WA	98370	

US-CL-CURRENT: 43/44.6; 43/42.47, 43/42.49

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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WEATHERS	986
SIMULAT$	0
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SIMULATA	7
SIMULATABILITY	5
SIMULATABLE	172
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☐ 1. Document ID: US 20060100784 A1

L6: Entry 1 of 11 File: PGPB May 11, 2006

PGPUB-DOCUMENT-NUMBER: 20060100784
PGPUB-FILING-TYPE:
DOCUMENT-IDENTIFIER: US 20060100784 A1

TITLE: DYNAMIC WEATHER SIMULATION

PUBLICATION-DATE: May 11, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Wang; Niniane	Santa Clara	CA	US

US-CL-CURRENT: 702/3

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw. De

☐ 2. Document ID: US 20060095497 A1

L6: Entry 2 of 11 File: PGPB May 4, 2006

PGPUB-DOCUMENT-NUMBER: 20060095497
PGPUB-FILING-TYPE:
DOCUMENT-IDENTIFIER: US 20060095497 A1

TITLE: Global network computers

PUBLICATION-DATE: May 4, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Ellis; Frampton E. III	Arlington	VA	US

US-CL-CURRENT: 709/201

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw. De

☐ 3. Document ID: US 20050187741 A1

L6: Entry 3 of 11 File: PGPB Aug 25, 2005

PGPUB-DOCUMENT-NUMBER: 20050187741
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050187741 A1

TITLE: Development tool for defining attributes within a multi-dimensional space

PUBLICATION-DATE: August 25, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Gilbert, Michael Travis	Snohomish	WA	US

US-CL-CURRENT: 703/2

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 4. Document ID: US 20050180095 A1

L6: Entry 4 of 11 File: PGPB Aug 18, 2005

PGPUB-DOCUMENT-NUMBER: 20050180095
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050180095 A1

TITLE: Global network computers

PUBLICATION-DATE: August 18, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Ellis, Frampton E.	Jasper	FL	US

US-CL-CURRENT: 361/600

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 5. Document ID: US 20050114102 A1

L6: Entry 5 of 11 File: PGPB May 26, 2005

PGPUB-DOCUMENT-NUMBER: 20050114102
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050114102 A1

TITLE: Weather profiles

PUBLICATION-DATE: May 26, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Gilbert, Michael Travis	Snohomish	WA	US
Wang, Niniane	Santa Clara	CA	US

US-CL-CURRENT: 703/2

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 6. Document ID: US 20040215931 A1

L6: Entry 6 of 11 File: PGPB Oct 28, 2004

PGPUB-DOCUMENT-NUMBER: 20040215931
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040215931 A1

TITLE: Global network computers

PUBLICATION-DATE: October 28, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Ellis, Frampton E.	Jasper	FL	US

US-CL-CURRENT: 712/36

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 7. Document ID: US 20020087886 A1

L6: Entry 7 of 11 File: PGPB Jul 4, 2002

PGPUB-DOCUMENT-NUMBER: 20020087886
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020087886 A1

TITLE: Global network computers

PUBLICATION-DATE: July 4, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Ellis, Frampton E.	Arlington	VA	US

US-CL-CURRENT: 726/11; 709/223

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 8. Document ID: US 20020059392 A1

L6: Entry 8 of 11 File: PGPB May 16, 2002

PGPUB-DOCUMENT-NUMBER: 20020059392
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020059392 A1

TITLE: Global network computers

PUBLICATION-DATE: May 16, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Ellis, Frampton E. III	Arlington	VA	US

US-CL-CURRENT: 709/208

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 9. Document ID: US 7077749 B1

L6: Entry 9 of 11 File: USPT Jul 18, 2006

US-PAT-NO: 7077749
DOCUMENT-IDENTIFIER: US 7077749 B1

TITLE: Dynamic weather simulation

DATE-ISSUED: July 18, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Wang; Niniane	Santa Clara	CA		US

US-CL-CURRENT: 463/32; 463/30, 463/31

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 10. Document ID: US 7035906 B1

L6: Entry 10 of 11 File: USPT Apr 25, 2006

US-PAT-NO: 7035906
DOCUMENT-IDENTIFIER: US 7035906 B1

TITLE: Global network computers

DATE-ISSUED: April 25, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Ellis, III; Frampton E.	Arlington	VA	22206-1331	US

US-CL-CURRENT: 709/208; 709/225, 709/229, 712/31, 712/32, 712/33, 712/35

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

☐ 11. Document ID: US 7024449 B1

L6: Entry 11 of 11 File: USPT Apr 4, 2006

US-PAT-NO: 7024449
DOCUMENT-IDENTIFIER: US 7024449 B1

TITLE: Global network computers

DATE-ISSUED: April 4, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Ellis, III; Frampton E.	Arlington	VA	22206-1331	US

US-CL-CURRENT: 709/201; 709/209, 712/32

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw De

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Term	Documents
CELL?	0
CELLA	44394
CELLB	53
CELLC	14
CELLD	9
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CELLG	1
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